

214 can determine whether to increase, decrease, or maintain the number viewing users that can access the media presentation.

[0088] In one or more embodiments, the distribution manager **214** predicts that a particular media presentation will be of interest to almost every user of the media presentation system **102**. Thus, the distribution manager **214** may determine that the distribution audience includes essentially every viewing user that is available to experience the particular media presentation (e.g., based on age/content restrictions, not every viewing users on the system may be part of the distribution audience regardless of the predicted level of interest). In this way, the media presentation system **102** can distribute highly interesting and relevant content to as many viewing user's as possible during the streaming of a particular media presentation.

[0089] When providing viewing users a media presentation, the distribution manager **214** can distribute media presentations through a variety of distribution channels. For example, in addition to distributing media presentations to users of the media presentation system **102**, in some embodiments, the distribution manager **214** distributes media presentations to another system or application, such as a social networking system, a messaging application, and/or other systems or applications. For instance, the distribution manager **214** can distribute a media presentation through a social networking system to one or more of the social networking users connected to capturing users (e.g., directly via the social networking system or through a plug-in that integrates the media presentation system **102** in the social networking system). In some cases, the distribution manager **214** may post a media presentation on a newsfeed of one or more social networking users via the social networking system.

[0090] As shown in FIG. 2 the media presentation system **102** includes a media presentation database **216**. The media presentation database **216** may store media presentations including media streams and media segments. The media presentation database **216** can also store metadata associated with media presentations, such as the number of users that have accessed or viewed each media presentation, capturing users associated with each media presentation, date information, authorization information, user preference information, and any other information associated with media presentations.

[0091] In addition to the media presentation database **216**, and as shown in FIG. 2, the media presentation system **102** includes the user profile database **218**. The media profile database **216** may store user information corresponding to each user in the media presentation system **102**. The user profile database **218** may include a user profile for each user of the media presentation system **102**. A user profile may include, but is not limited to, biographic information, demographic information, behavioral information, social information, or other types of descriptive information, such as work experience, educational history, hobbies or preferences, interests, affinities, and/or location information. As described above, user profile information may be linked to corresponding profile information for a user stored by a social networking system.

[0092] Further, the user profile database **218** may store preference setting information associated with each user. For example, the media presentation system can allow a user to set default preferences (e.g., via a user preference setting interface). Example user preference settings can relate to

user-defined default sharing preferences to apply to media presentations that a user captures. In one or more embodiments, for example, a user can define default preferences to apply to media presentations based on one or more characteristics of viewing users, such as age, gender, interests, etc.

[0093] Returning to FIG. 2, the media presentation system **102** may communicate with any number of client device(s) **204**. For purposes of explanation, only one client device **204** will be described, but it is understood that the principles described can be applied to a plurality of client devices associated with any number of users. Further, the client device **204** shown in FIG. 2 can represent a viewing client device or a capturing client device. In other words, the client device **204** described with respect to FIG. 2 has capabilities to capture media, provide the captured media in a media stream to the media presentations to a user, as well as receive and present media presentations to a user.

[0094] As illustrated in FIG. 2, the client device **204** can include, but is not limited to, a user input detector **220**, a user interface manager **222**, a media capturer **224**, a media presentation manager **226**, and a storage manager **228**. The storage manager **226** can include media presentations **230** and user preferences **232**. Each component of the client device **204** may be implemented using a computing device including at least one processor executing instructions that cause the client device **204** to perform the processes described herein. In one or more embodiments, the various components are implemented using one or more applications installed and running on the client device **204**. In some embodiments, the components of the client device **204** can be implemented by a client device alone, or across multiple computing devices. Although a particular number of components are shown in FIG. 2, the client device **204** can include more components or can combine the components into fewer components (such as a single component), as may be desirable for a particular implementation.

[0095] As mentioned above, the client device **204** includes a user input detector **220**. The user input detector **220** can detect user interactions with a user interface to determine user input (e.g., detecting a touch gesture on a touch screen corresponding to an interactive element of the user interface). More specifically, the user input detector **220** can detect, identify, and/or receive user interactions and translate user interactions into a user input (e.g., a user command or request). As referred to herein, a "user interaction" means a single interaction, or combination of interactions, received from a user by way of one or more input devices. In some embodiments, the user input detector **220** can translate a combination of user interactions as a single user input and/or translate a single user interaction into multiple user inputs.

[0096] For example, the user input detector **220** can detect a user interaction from a keyboard, mouse, touch screen, or any other input device. In the event a touch screen is used as an input device, the user input detector **220** can detect one or more touch gestures (e.g., swipe gestures, tap gestures, pinch gestures, or reverse pinch gestures) that a user provides to the touch screen. In one or more embodiments, a user can provide one or more touch gestures in relation to and/or directed at one or more graphical objects, items, or elements of a user interface presented on a touch screen. The user input detector **220** may additionally, or alternatively, receive data representative of a user interaction. For example, the user input detector **220** can receive one or more